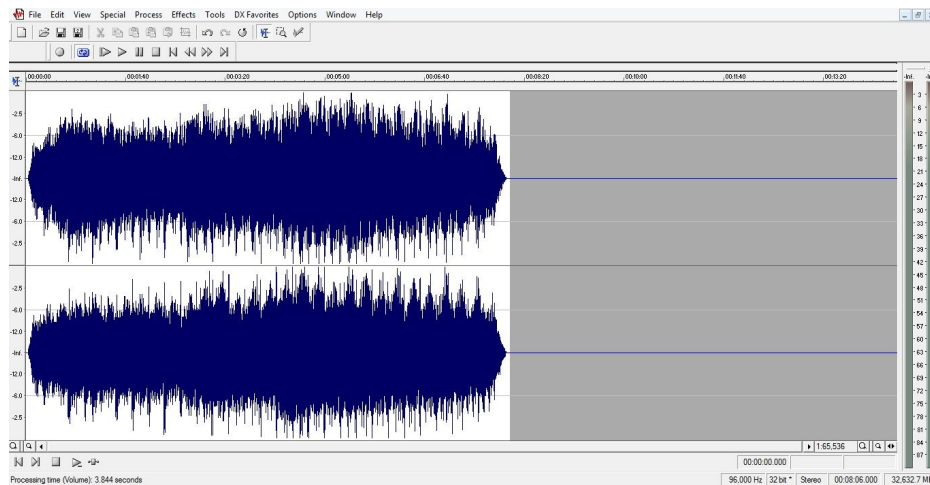


How To Avoid Clipping

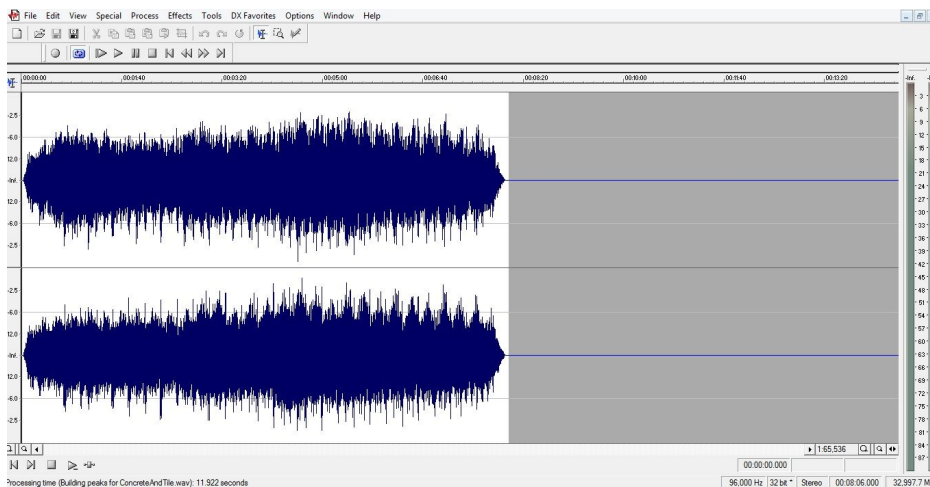
By Thomas Park

When a person makes tracks that clip, there are literally parts of the sonic spectrum that are being lost. Rendering with too much volume causes audio loss-- it also tends to result in "hot" sounds, pops, clicks, and other artifacts on playback.



This track is clipping-- notice the truncated sound forms, as the amplitude peaks are cut off by the edges of the graphic interface.

The best method is to render with a little headroom, in my opinion-- maybe 3-5% between your loudest peak and the edge of your graphic interface.



This track is not clipping. The sound forms fit within the amplitude limits.

When you take the time not to clip, you tend to be taken more seriously as an artist. Your tracks archive better, as there is less sound loss from rendering.

Trust me, I have some early tracks that I will never really hear the way I should, as I rendered them with too much volume. It makes me sad to think about it,

Please note that, if a track clips, you can't just reduce its volume after rendering. The audio will still have a loss of quality, and probably sound artifacts, as well. You have actually re-render the track from your DAW, at levels that do not clip.

Musicians, please don't make my mistake-- please don't clip.